

L Number	Hits	Search Text	DB	Time stamp
1	5933	(subpixel or (sub adj pixel) or (sub adj component))	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:10
2	27933	(bit adj map\$4) or bitmap\$4	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:11
3	21218	render\$3 same display	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:12
4	508864	luminanc\$3 or brightness or intensity	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:13
5	63436	345/\$.ccls.	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:13
6	182	((subpixel or (sub adj pixel) or (sub adj component))) and ((bit adj map\$4) or bitmap\$4) and (render\$3 same display) and (luminanc\$3 or brightness or intensity)	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:13
7	148	345/\$.ccls. and (((subpixel or (sub adj pixel) or (sub adj component))) and ((bit adj map\$4) or bitmap\$4) and (render\$3 same display) and (luminanc\$3 or brightness or intensity))	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:14
8	79	(345/\$.ccls. and (((subpixel or (sub adj pixel) or (sub adj component))) and ((bit adj map\$4) or bitmap\$4) and (render\$3 same display) and (luminanc\$3 or brightness or intensity))) and @pd<20020314	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:18
9	142	(345/\$.ccls. and (((subpixel or (sub adj pixel) or (sub adj component))) and ((bit adj map\$4) or bitmap\$4) and (render\$3 same display) and (luminanc\$3 or brightness or intensity))) and (blend\$3 or mix\$3 or combin\$3 or interpolat\$3)	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:19
10	117	(345/\$.ccls. and (((subpixel or (sub adj pixel) or (sub adj component))) and ((bit adj map\$4) or bitmap\$4) and (render\$3 same display) and (luminanc\$3 or brightness or intensity))) and (blend\$3)	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:20
12	61	((345/\$.ccls. and (((subpixel or (sub adj pixel) or (sub adj component))) and ((bit adj map\$4) or bitmap\$4) and (render\$3 same display) and (luminanc\$3 or brightness or intensity))) and (blend\$3)) and rotat\$3	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:21
13	60	((345/\$.ccls. and (((subpixel or (sub adj pixel) or (sub adj component))) and ((bit adj map\$4) or bitmap\$4) and (render\$3 same display) and (luminanc\$3 or brightness or intensity))) and (blend\$3)) and rotat\$3) and scal\$3	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:23
15	5	((345/\$.ccls. and (((subpixel or (sub adj pixel) or (sub adj component))) and ((bit adj map\$4) or bitmap\$4) and (render\$3 same display) and (luminanc\$3 or brightness or intensity))) and (blend\$3)) and rotat\$3) and scal\$3 and api and directx	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:24
14	28	((345/\$.ccls. and (((subpixel or (sub adj pixel) or (sub adj component))) and ((bit adj map\$4) or bitmap\$4) and (render\$3 same display) and (luminanc\$3 or brightness or intensity))) and (blend\$3)) and rotat\$3) and scal\$3 and api	USPAT; US-PGPUB; EPO; JPO	2004/01/28 15:57